REMSOFT PROGRAM DISK OPERATING INSTRUCTIONS

PROGRAM DISK LOADING INSTRUCTIONS

To boot a REMSOFT program disk, use the following procedure:

C64: Type **LOAD ":*",8,1** and press <RETURN>

C128: **AUTOBOOT** the disk. If the computer is ON, insert the disk and press the RESET switch. If the computer is OFF, simply insert the disk and turn ON the computer.

IMPORTANT: All REMSOFT program disks include a resident FASTLOADER that will greatly speed-up the loading process. The fastloader is compatible with all 1541 and 1571 disk drives, as well as all commercial fastload cartridges. However, if you have a third-party (non-Commodore) disk drive **and** the REMSOFT program disk does not boot properly, you will have to disable the REMSOFT fastloader using the following procedure: (1) Remove the write protect tab from the disk. (2) Insert the disk and enter **LOAD"FASTLOAD ON/OFF",8** and **RUN** (3) Proceed to DISABLE the fastloader according to on-screen instructions.

KEYBOARD NOTES

Some programs may refer to ARROW KEYS (not to be confused with cursor control keys.) For your convenience, they are defined as: <E> up, <X> down, <S> left, <D> right. These keys are primarily used in programs where it would be difficult or impossible to use the normal cursor control keys such as action games, certain educational programs, etc.

If a program refers to the ENTER key, always use RETURN key which performs the identical function.

ALWAYS-ACTIVE KEYBOARD CONTROL FUNCTIONS

There are many special keyboard control features which are available at ANY TIME during the execution of REMSOFT programs. To access these special capabilities, simply press the CONTROL key (or CTRL for older Commodores) and the letter key corresponding to the feature you wish to access. The first three features described below are relatively simple and easy to access (EXIT TO MENU, PAUSE PROGRAM EXECUTION, and RESTART PROGRAM FROM BEGINNING.) The other two are part of the SNAPSHOT DATA FILE capability (SAVE and LOAD) and are more complex. We have thus provided an introduction to SNAPSHOT DATA FILES to help you understand how they work.

CONTROL-E (EXIT TO MENU)
This feature allows you to **EXIT** to the REMSOFT program selection menu. After press CONTROL-E you will be prompted 'ARE YOU SURE? PRESS (Y/N)'. If you press 'Y' the menu program will be booted immediately (be sure the REMSOFT program disk is inserted into the disk drive.) If you press 'N' you will abort the MENU booting process and the program will proceed as if nothing had happened.

CONTROL-P (PAUSE)
This feature will **PAUSE** the execution of a program at any point. To resume the program, press the SPACE BAR.

(PLEASE SEE OVER...)

CONTROL-B (RESTART PROGRAM FROM BEGINNING)
This feature will start a program over from the beginning (as if it had just been loaded from the REMSOFT menu.) After pressing CONTROL-B, you will be prompted with 'ARE YOU SURE? PRESS (Y/N)'. Pressing 'Y' will clear the computers memory and start the program over. Pressing 'N' allows you to abort the process and proceed as if nothing had happened.

INTRODUCING SNAPSHOT DATA FILES V2.0

Every REMSOFT program makes use of the powerful SNAPSHOT disk data file capability. SNAPSHOT is an easy to use, always active feature, operating at any point in a programs execution. SNAPSHOT goes far beyond the ability to just save data entered by the user. Although the primary usage of SNAPSHOT will be to save and load information entered into data base and information management type programs, it is useful in many other ways. Take for example a long drawn-out game such as Monopoly, a complex logic game or a multi-level action game. With SNAPSHOT the game can be saved and continued at another time, with the game proceeding exactly from where it was stopped before. For another example, consider a financial or technical program in which you have to enter a number of tedious values again and again, each time you run the program. With SNAPSHOT you can save the entire information input screen(s) with all the values that you entered into them, and load them back into memory at any time. You will find SNAPSHOT data files to be very useful in many, many REMSOFT programs!

CONTROL-S (SAVE DATA)
You may use CONTROL-S at any time when a REMSOFT program is running. After pressing CONTROL-S, insert a DATA DISK (see below for information) and then enter a filename for the save. The computer will proceed to save all data used by the program up to that point. After the save process, the computer will continue to execute the program from where it left off.

CONTROL-L (LOAD DATA)
You may use CONTROL-L at any time when a REMSOFT program is running. After pressing CONTROL-L, insert the appropriate DATA DISK and then enter the name of the file to be loaded. A file will only load into the computer if you are running the program that it was originally created from. After loading, the computer will begin execution of the program at the exact point where it was previously saved.

SNAPSHOT DATA FILE NOTES

The REMSOFT menu program has a DISK MANAGER feature that includes the following SNAPSHOT file utilities: **FORMAT NEW DATA DISK; CLEANUP DATA DISK** (DELETE ALL IMPROPERLY CLOSED AND/OR INCOMPLETE DATA FILES); **RENAME DATA FILE; DELETE DATA FILE; BACKUP DATA FILE; VIEW SAVED SCREEN OF DATA FILE** (VIEW THE SCREEN AS IT APPEARED AT THE MOMENT CONTROL-S WAS USED).
Once the REMSOFT menu program is booted, the disk manager main menu is accessed by pressing the <F1> key.

The only preparation required before using SNAPSHOT DATA FILES is to prepare at least two SNAPSHOT data disks. This is accomplished by accessing the 'FORMAT DATA DISK' feature of the disk manager. Remember, if one disk gives you problems in the SAVE mode, you can always use another (a better alternative than not SAVING at all.) In any case, it is always wise to SAVE information twice (preferably on separate diskettes.)

INTRODUCING COLOR DAZZLE V2.Ø

REMSOFT IS PROUD TO RELEASE OUR ALL-NEW COLOR DAZZLE CAPABILITY. This feature allows you to instantly change the combination of colors on the screen display. COLOR DAZZLE is an always-active feature, available at any time during the execution of REMSOFT programs. The myriad of color combinations available can be truly dazzling and magical. Imagine, being able to alter the colors on the screen at the touch of a button! There are many practical benefits as well, including altering colors for eye pleasure and ease of viewing text displays.

CONTROL-C (CHANGE COLOR COMBINATION)

You may use CONTROL-C at any time during the execution of a REMSOFT program. After pressing CONTROL-C the computer will choose a random color combination and implement it immediately. You can scan through many different color combinations rapidly with this feature. Some combinations will be less desirable than others, many can be quite striking. The color combination created will continue untill CONTROL-C is used again.

CONTROL-R (RESTORE DEFAULT COLORS)

You may use CONTROL-R at any time during the execution of a REMSOFT program. This feature restores the default (original) colors to the display. Regardless of how many color changes have been made with the CONTROL-C feature, CONTROL-R will restore the original colors used by the program. All programs begin execution with the default colors. NOTE: Color combinations can be 'saved' with the SNAPSHOT disk data file capability, so that programs can resume with a previously selected color combination.